18.  Graphics system for use in an Information Handling System (IHS) as defined in claim 8 characterized by:

-- a graphics engine for providing graphics signals to said graphics channel and a first $I^2C$ communication channel complying with the DDC/CI protocol for controlling said at least one display;

-- arbitration means having a first input connected to receive said first $I^2C$ communication channel provided by said graphics engine, and having a second input receiving a second $I^2C$ communication channel provided by said hardware monitoring circuit;

-- said arbitration means for providing between said first and said second $I^2C$ communication channels so that both hardware monitoring circuit and said processor can get access to said second receiving means of said at least one display without contention.

19.  Graphics system for use in an Information Handling System (IHS) as defined in claim 9 characterized by:

-- a graphics engine for providing graphics signals to said graphics channel and a first $I^2C$ communication channel complying with the DDC/CI protocol for controlling said at least one display;

-- arbitration means having a first input connected to receive said first $I^2C$ communication channel provided by said graphics engine, and having a second input receiving a second $I^2C$ communication channel provided by said hardware monitoring circuit;

-- said arbitration means for providing between said first and said second $I^2C$ communication channels so that both hardware monitoring circuit and said processor can get access to said second receiving means of said at least one display without contention.

20.  Graphics system for use in an Information Handling System (IHS) as defined in claim 10 characterized by:

-- a graphics engine for providing graphics signals to said graphics channel and a first $I^2C$ communication channel complying